ENGAGE MOVING TARGETS

OVERVIEW

- THREAT IDENTIFICATION
- PRESENTATION
- MOVING TARGET ENGAGEMENT TECHNIQUES
- ENGAGEMENT TECHNIQUES
- POST FIRE DRILLS

TERMINAL LEARNING OBJECTIVE

Given a service rifle/Infantry Automatic Rifle (IAR) with primary aiming device, individual field equipment, common weapon sling, magazines, ammunition and moving targets from 125 to 150 meters, eliminate 60% of exposed threats through incapacitation. (0300-M16-1017)

ENABLING LEARNING OBJECTIVES

- Given a service rifle/Infantry Automatic Rifle (IAR) with primary aiming device, individual field equipment, common weapon sling, magazines, ammunition and moving targets from 125 to 150 meters, identify threat/s. (0300-M16-1017a)

ENABLING LEARNING OBJECTIVES

- Given a service rifle/Infantry Automatic Rifle (IAR) with primary aiming device, individual field equipment, common weapon sling, magazines, ammunition and moving targets from 125 to 150 meters, present the weapon to the target while assuming the combat shooting position. (0300-M16-1017b)

ENABLING LEARNING OBJECTIVES

- Given a service rifle/Infantry Automatic Rifle (IAR) with primary aiming device, individual field equipment, common weapon sling, magazines, ammunition and moving targets from 125 to 150 meters, apply moving threat engagement methods. (0300-M16-1017c)

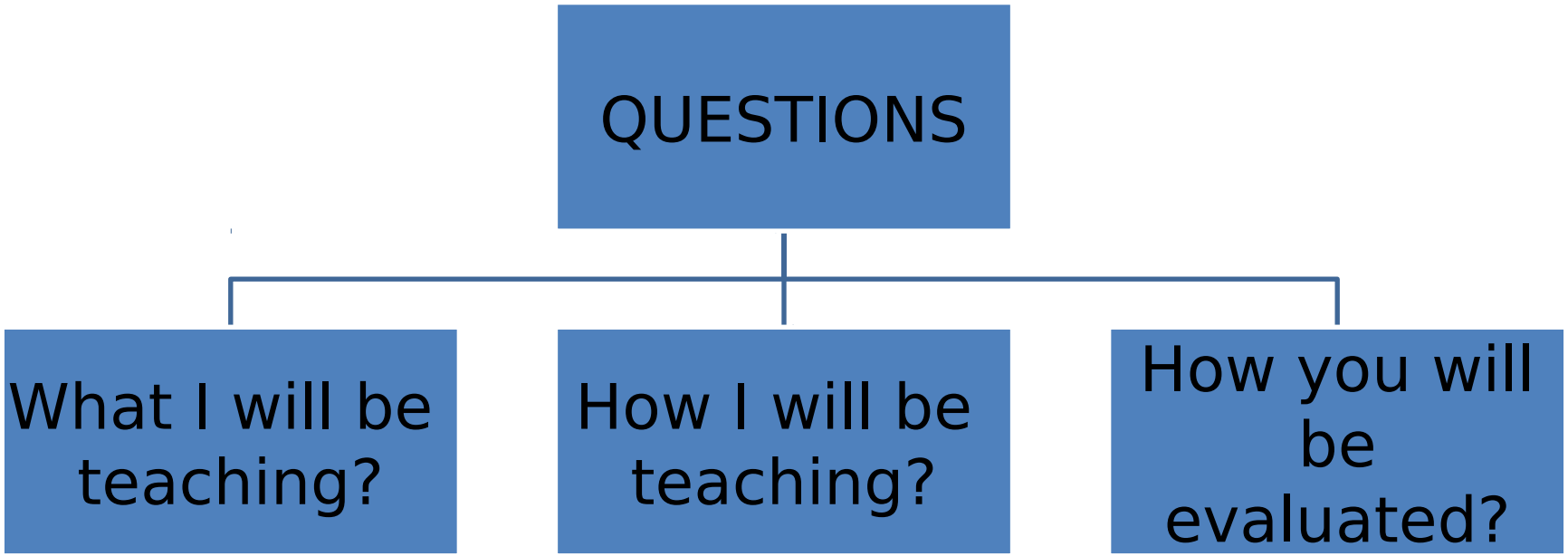
ENABLING LEARNING OBJECTIVES

- Given a service rifle/Infantry Automatic Rifle (IAR) with primary aiming device, individual field equipment, common weapon sling, magazines, ammunition and moving targets from 125 to 150 meters, engage threats utilizing engagement techniques. (0300-M16-1017d)

ENABLING LEARNING OBJECTIVES

- Given a service rifle/Infantry Automatic Rifle (IAR) with primary aiming device, individual field equipment, common weapon sling, magazines, ammunition and moving targets from 125 to 150 meters, conduct post fire drills. (0300-M16-1017e)

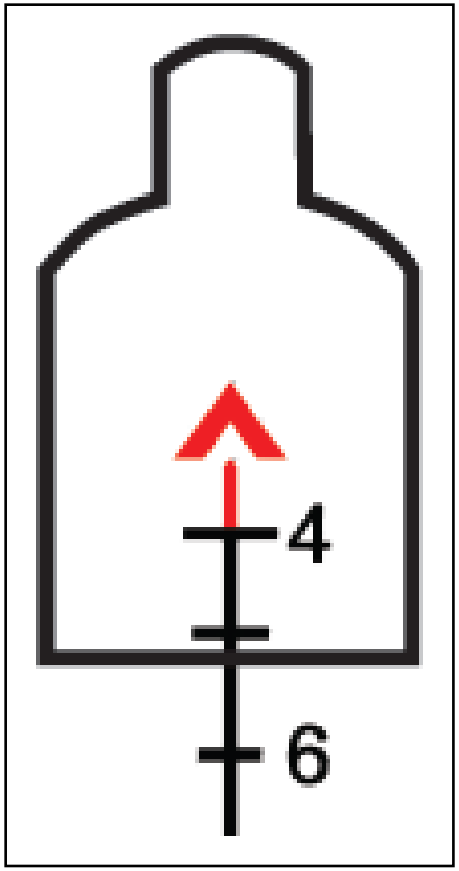
- Method/Media
- Evaluation
- Safety/Cease Training
- Admin Notes


QUESTIONS
What I will be teaching?
How I will be teaching?
How you will be evaluated?

COMBAT MARKSMANSHIP

The **five elements** of Combat Marksmanship:

- Platform
- Grip
- Aiming
- Trigger control
- Follow through



COMBAT MARKSMANSHIP

Platform:

- Same as the BASIC WARRIOR STANCE.
- This fighting platform is brought over to the realm of combat shooting because the feet placement and body alignment are similar.
- Hips, torso and head are all squared off towards the adversary, assuming the aggressive, highly mobile BASIC WARRIOR STANCE.
- This is imperative to properly control recoil from multiple shots.

COMBAT MARKSMANSHIP

Grip:

- To accomplish a firm grip with the firing hand, place the web of your firing hand high on the pistol grip and wrap all fingers, except the trigger finger, around the pistol grip.
- The trigger finger lays straight along side the lower receiver of the weapon.
- The firing thumb is placed on top of the safety selector for positive manipulation and is an integral part of the grip.
- The non-firing hand is wrapped around the rail

COMBAT MARKSMANSHIP

Aiming:

- Bindon Aiming Concept (both eyes open)

- Most engagements occur within 200 meters. The RCO is designed for engagements within 200 meters using the Bindon aiming concept.

- When aiming, use the red tip of the bullet drop compensator for engagement of 300 meters or less. Keeping both eyes open enhances your battlefield situational awareness.

COMBAT MARKSMANSHIP

Sight Alignment:

- The relationship between the rear ocular lens and the bullet drop compensator is called sight alignment and specifically refers to when aiming point is centered in the rear ocular lens with no scope shadow.

Sight Picture:

- When the aiming point placed on a target or adversary, you have achieved a sight picture.

COMBAT MARKSMANSHIP

Flash Sight Picture:

- Flash Sight Picture is a "quick" verification that your aiming point is on the target before the hammer falls.

- Flash sight picture is one principle that distinguishes combat shooting from bulls-eye shooting

- Flash sight picture is nothing more than quickly acquiring a hold in order to engage a target in a rapid

COMBAT MARKSMANSHIP

Trigger control:

Surprise Break: Trigger control is extremely important when shooting. Trigger control is the true secret of becoming deadly with a rifle. To have true trigger control, we want to achieve what is called a surprise break.

- A surprise break is described as placing equal, gradual pressure on the trigger until the hammer falls

COMBAT MARKSMANSHIP

Trigger control (Cont'd):

- When you fail to achieve this surprise break it is usually because your brain first tells the finger when to shoot and then anticipates the shot.

- A smooth trigger recovery after the shot breaks should be practiced until muscle memory of the trigger finger is achieved.

- An important part of trigger control is that only the trigger finger moves. Do not "squeeze the trigger" with the support of your strong hand while you are pressing the trigger

COMBAT MARKSMANSHIP

Follow Through:

- For every shot that is pressed there are two sight pictures:
  - The sight picture acquired before the shot and the sight
  - Picture maintained after the shot.

- This second sight picture is known as the “follow through” and is extremely important in regard to combat shooting.

- However, if there is no follow through, then the shooter will have to re-acquire the sight picture on the target

THREAT IDENTIFICATION

- Identifying Threat: Once the threat has been identified follow these steps:
  - Drive the sights onto target
  - Take weapon off of safe
  - Acquire sights
  - Place finger on trigger
  - Engage threat

THREAT IDENTIFICATION

- Prioritizing Threats: When confronted with multiple adversaries, one of them may be more of a threat than the others. There are several factors to take into account when choosing which threat to engage first, these include:
  - Threat of Target
  - Proximity of Threat
  - Targets of Opportunity

PRESENTATION

Presenting is the act of transitioning the rifle from a carry to an engagement:

- You are in a good shooting platform with your
  head up and eyes open making sure you maintain
  situational awareness.

- The buttstock of the weapon is in your shoulder;

THE COMBAT STANDING POSITION

- Basic Warrior Stance
- Feet are shoulder width apart
- Weight on the ball of your feet
- Toes toward the enemy
- Knees bent as shock absorbers
- Squared off to the target

THE COMBAT STANDING POSITION

THE COMBAT KNEELING POSITION

- Assume the basic warrior stance with your rifle at the alert.

- Step forward with you non-dominant leg while dropping your dominan knee down to the deck.
- Lower the torso and place supporting elbow on the raised knee.
- Sight in and fire the appropriate engagement.

THE COMBAT KNEELING POSITION

Considerations to Break the Kneeling Positio

- You may need to break your supported position if you are behind a piec cover that may be too to reach.

- Due to problems on th battlefield, you may n to quickly drop to both knees and engage.

MOVING TARGET ENGAGEMENTS

There are two types of moving targets:

- Steady moving target
- Stop-and-go target

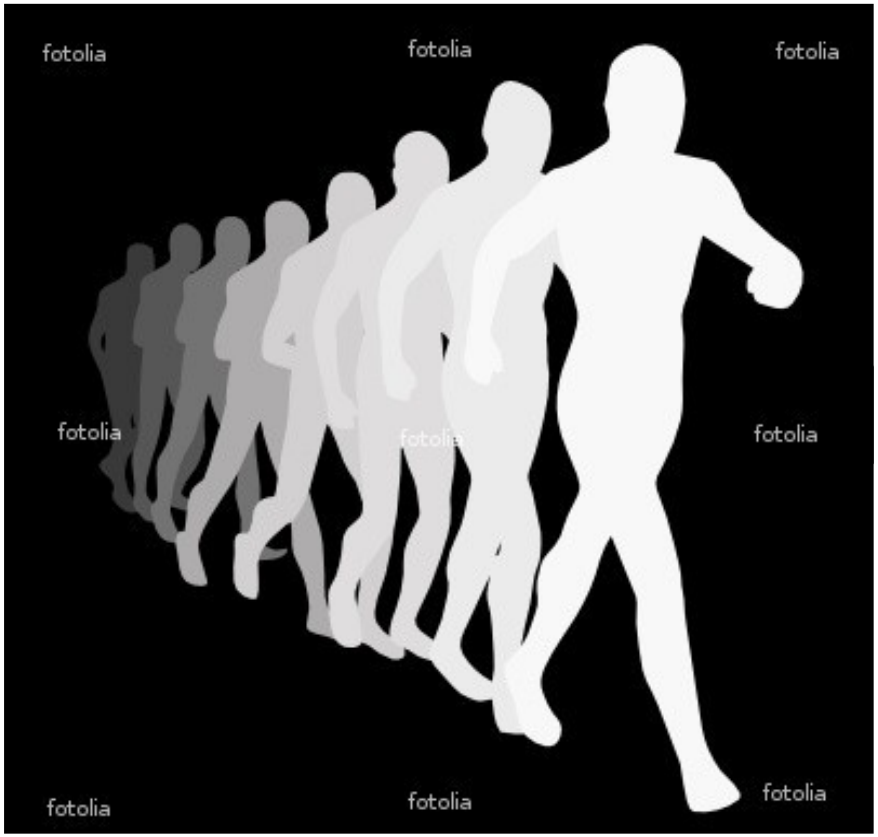
MOVING TARGET ENGAGEMENTS

Factors affecting point of aim:

- Range
- Speed
- Angle of Movement
- Time of Flight of th Round

MOVING TARGET ENGAGEMENTS

Point of Aim (POA) is the distance in advance of the target that is required to engage the target when it is moving.

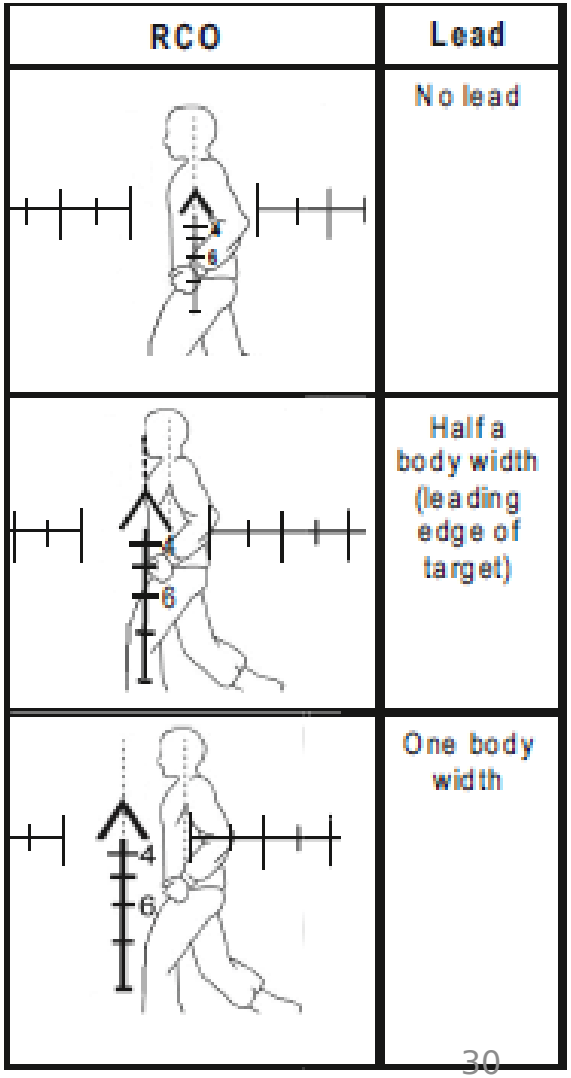


MOVING TARGET ENGAGEMENTS

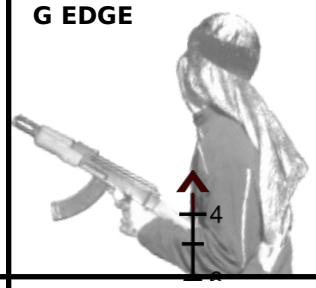
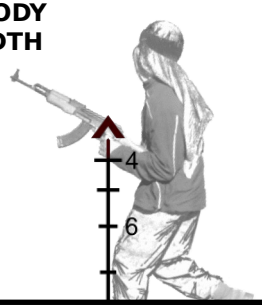
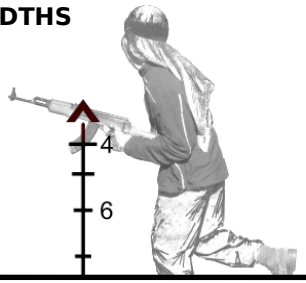
Establishing points of aim:

- To engage a moving target, a point of aim is establishe using offset aiming in front target.

- The following are different p of aim for a moving target:

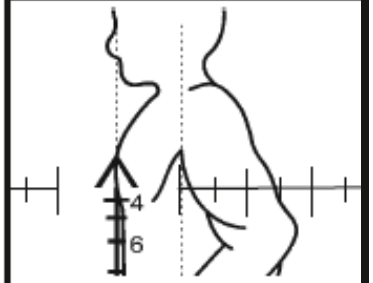
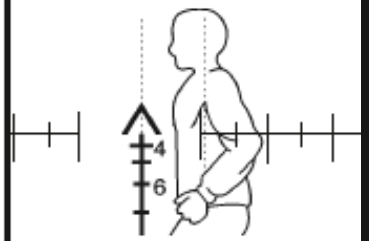
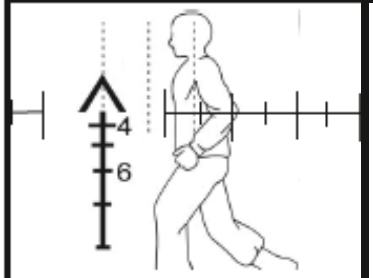


MOVING TARGET POA

	SLOW WALKING TARGET (APPROX. 2 MPH)	FAST WALKING TARGET (APPROX. 4 MPH)	JOGGING TARGET (APPROX. 6 MPH)	RUNNING TARGET (APPROX. 10 MPH)
50 M	NO LEAD	NO LEAD	LEADIN G EDGE 	1 BODY WIDTH
100 M	NO LEAD	LEADING EDGE	1 BODY WIDTH 	1½ BODY WIDTHS 
200 M	LEADIN G EDGE	1 BODY WIDTH	2 BODY WIDTH S	3 BODY WIDTHS

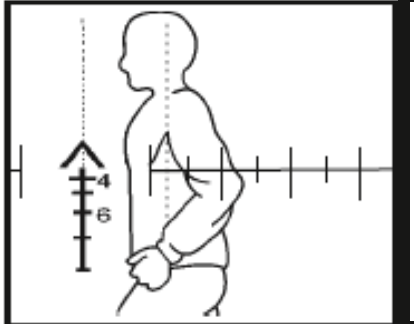
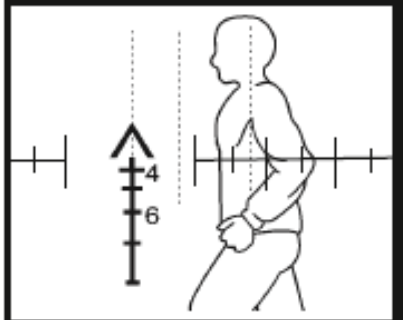
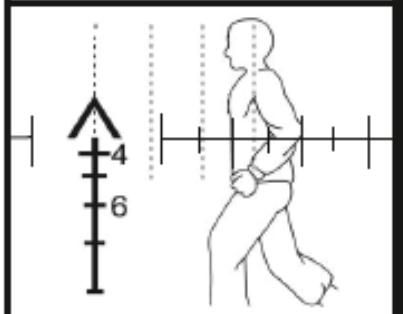
MOVING TARGET ENGAGEMENTS

Jogging or Slow Running Target:
(Approx 5 MPH)

RCO	Range	Lead
	50 m or less	Half a body width (leading edge of target)
	100 m	1 body width
	200 m	2 body widths

MOVING TARGET ENGAGEMENTS

Running Target: (Approx 10 MPH)

RCO	Range	Lead
	50 m or less	1 body width
	100 m	1 1/2 body widths
	200 m	3 body widths

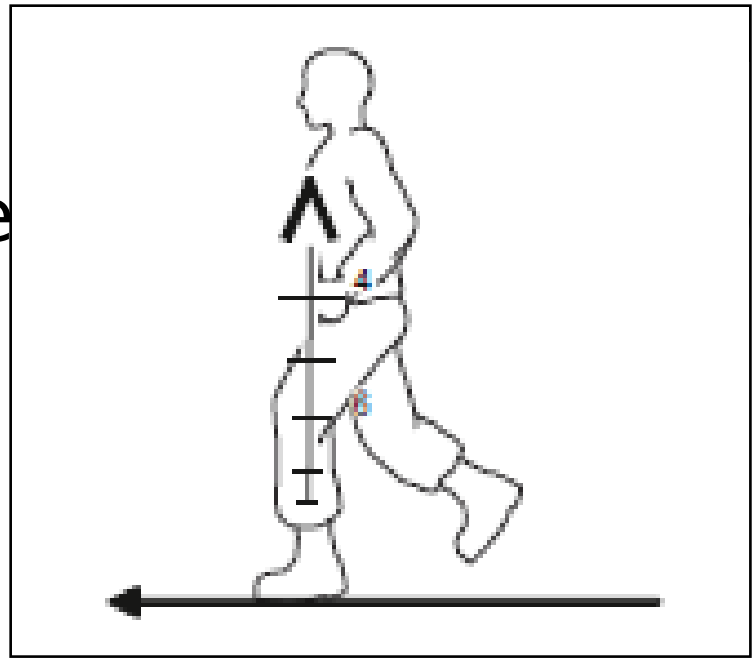
MOVING TARGET ENGAGEMENTS

Oblique target: A target moving at about a 45 degree angle across your line of sight requires the points of aim to be divided by half of what they would be if the target was moving directly across your line of sight at the same speed and distance.

MOVING TARGET ENGAGEMENTS

Methods for engaging moving targets:

The Tracking Method: In this method, you will "track“
or follow the target with your front sight post while
maintaining an aiming point on or
ahead of the t is fired.



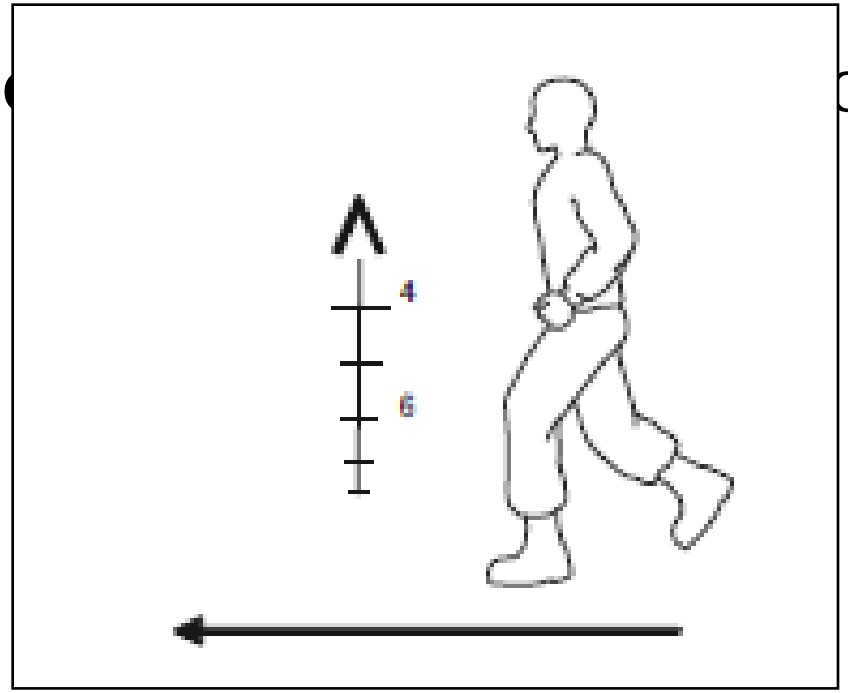
MOVING TARGET ENGAGEMENTS

Methods for engaging moving targets::

The Ambush Method: The ambush method is used when

it is difficult to track the target with the rifle, as in

the prone [illegible] orted position.



ENGAGEMENT TECHNIQUES

- Controlled Pair
- Failure to Stop
- Box Drill

ENGAGEMENT TECHNIQUES

Controlled pair: A controlled pair requires two well-aimed “controlled” shots, paired with three sight pictures. Before and after each shot, sight picture is required to facilitate proper shot delivery as well as follow through.

ENGAGEMENT TECHNIQUES

Hammer pair: The hammer pair technique is employed at ranges of 15 yards and closer. A hammer pair is two shots fired in rapid succession with the first shot employing sight picture and the second shot picking up just the front sight on the target.

ENGAGEMENT TECHNIQUES

Controlled Burst: A controlled burst is three rapid shots in rapid succession utilized at close range with one sight picture. A controlled burst would be best used when time is more prevalent then accuracy. To assume a good position for utilizing the controlled burst:

- Start in Combat Warrior Position
- Transition top weight forward to counter recoil
- Adjust footing as needed to assist in recoil management

POST FIRE DRILLS

Search and Assess:

1) Immediately after a target has been engaged, lower the muzzle of the rifle slightly to look over the RCO.

2) You then search the area for additional targets or for cover; assess the situation to determine if you need to re-engage the target; engage a new target; take cover; assume a more stable position; cease engagement, etc.

3) Searching and assessing enables you to avoid the tunnel vision that can restrict focus so much that indications of other targets are overlooked.

POST FIRE DRILLS

- Search and Assess Continued:

4) Search the area and assess the situation/threat by moving the head, eyes, and rifle left and right approximately 45 degree from center to cover the immediate area.

5) Only move as fast as you can accurately acquire targets.

6) The muzzle moves with the head and eyes in one fluid motion while searching. Keeping both eyes open will increase the field of view.

POST FIRE DRILLS

Maintain the weapon: When the threat has been eliminated and the search and assess has been conducted check the condition of your weapon by:

1. Observing the bolt

2. Removing the magazine to establish a known round count

3. If needed conduct a tactical reload to ensure your weapon is in the best condition possible.

SUMMARY

- Combat marksmanship
- Presentation
- Combat shooting positions
- Engagement techniques
- Multiple target engagements
- Moving target engagements